STITCHED DEVIL

A tortured quilt of fiendish flesh creeps closer. The creature is an amalgamation of hellish body parts, all held together by strings of sinew and accursed magic.

Children of the Night. Night hags have developed a method by which they can breathe new life into amalgamated horrors, crafted by them, using body parts taken from slain devils. These newly created stitched devils are bound to the hag's will as long as she lives, and find themselves in a constant state of torturous agony beyond what even they are accustomed to. When devil corpses are not readily available, night hags often make their way to the Nine Hells, or the Abyss, to collect them from battlefields where the Blood War rages. The hag may also trade souls with other devilish soul brokers in exchange for body parts if time is short.

Abominations. Even in the eyes of other devils, a stitched devil is an abomination. While fiendish in nature, they are beings that simply should not be. Their relationship with the hags who create them are often tumultuous as well. While they must obey the hags command, they often whine to their creator in an effort to drum up sympathy that they might find some kind of relief from their agonising existence. Night hags often placate their stitched devil "children" with promises of the relief they desperately seek in order to make them more cooperative. Whether these promises are ever fulfilled, depends on the hag in question.

Crafted Servants. Stitched devils are used by night hags to fulfil all sorts of different roles. They are often used as guards, hunters, soldiers, gladiators, or messengers. Whatever their position though, they are always looking for a way to alleviate their pain. If mistreated by their master, they may even look for a way to get their creator killed, thus freeing themselves from service and allowing them to seek pain relief or final death.

Stitched Devil

Large Fiend (Devil), Lawful Evil

Armour Class - 16 (natural armor)
Hit Points - 115 (10d10 + 0)
Speed - 30 ft., climb 20 ft.

STR 24 (+7)
DEX 15 (+2)
CON 22 (+6)
INT 8 (-1)
WIS 17 (+3)
CHA 18 (+4)

Skills Perception +6, Survival +6
Damage Resistances acid, cold
Damage Immunities fire, poison
Condition Immunities none
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Celestial, Common, Infernal, telepathy 120 ft.
Challenge 8 (3,900 XP)

Proficiency Bonus +3

Traits

Pain Aura.
Living creatures within 30 feet of the devil take an additional 1d6 damage whenever they take damage from another source unless they can succeed on a DC 15 Constitution Saving Throw. They must make a new save each time they take damage to avoid the additional damage caused by the pain aura. The additional damage is the same type as the other damage source. If the other damage source deals two types of damage, randomly determine which damage type is dealt by the pain aura.

Actions

Multiattack.
The devil attacks three times, once with its bite, once with its crush, and once with its slash.

Bite.
Melee Weapon Attack: +10 to hit, reach 5 ft., one creature.
Hit: 11 (1d8 + 7) piercing damage plus 4 (1d8) acid damage.

Crush.
Melee Weapon Attack: +10 to hit, reach 10 ft., one creature.
Hit: 14 (2d6 + 7) bludgeoning damage and the target must succeed on a DC 15 Strength Saving Throw or be knocked prone.

Slash.
Melee Weapon Attack: +10 to hit, reach 5 ft., one creature.
Hit: 16 (2d8 + 7) slashing damage.

Innate Spellcasting.
The devil's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *detect magic, misty step*
• 1/day each: *blight, dispel magic*